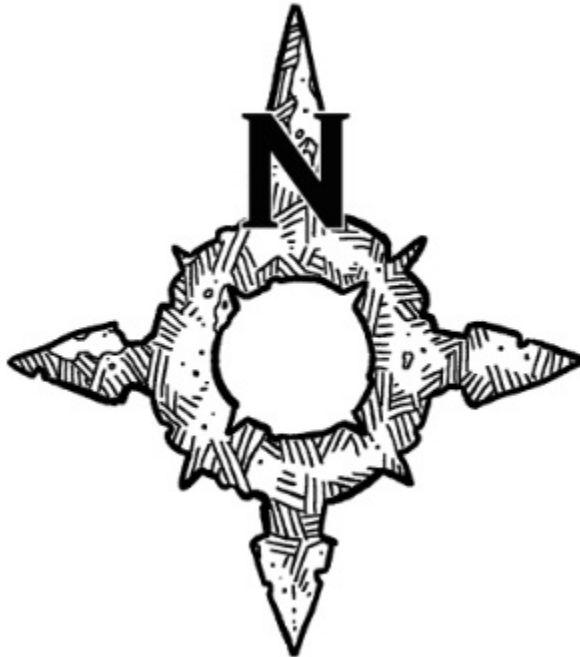




Breaking Umberlee's Resolve

A Dreams of the Red Wizards Adventure



The search for a missing young woman kicks off a treacherous journey on the Sea of Fallen Stars.

A Four to Six-Hour Adventure for Tier 2 Characters. Optimized for APL 8.

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Author Note: This adventure uses lore and some of the seafaring superstitions outlined in the Sea of Fallen Stars 2e campaign expansion, written by Steven E. Schend and originally developed by Ed Greenwood. It also uses a map from Pirates of the Fallen Stars 2e, created by cartographers Dennis Kauth and/or Steve Beck.

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Adventure Primer

Background

Zehira, the daughter of a wealthy Turmish merchant, has gone missing. Unbeknownst to her “rather tedious” parents, their free-spirited daughter had taken up with privateers and has been at sea hunting Thayans and their pirate allies in the name of Turmish.

The Deryans have been attempting to enlist a trustworthy band of adventurers to find their missing daughter. They believe that she’s taken up with pirates and headed out to sea to seek her fortune. They’re only half correct, of course. The ship Zehira served on was attacked and destroyed by pirates from a ship called Umberlee’s Resolve, and Zehira has been taken prisoner. As far as Zehira knows, everyone she served with is now dead as she bitterly awaits any opportunity to free herself from captivity.

Meanwhile, the pirates of Umberlee’s Resolve are looking for likely places for Thay to secretly fortify amongst the islands near Turmish. Additionally, a Thayan representative is on board, looking out for Thay’s interests and creating accurate maps for Thay’s navy to use in navigating the islands. While on their survey mission, the pirates discovered the lair of the morkoth Axar Xyrl on one island and have gone missing. Unaware of the morkoth’s presence, Thay isn’t actively looking for the pirates, as losses were expected to occur during this exploratory period.

What begins as a rote sea excursion on the Sea of Fallen Stars becomes a treacherous exploration on plague-ridden, morkoth-occupied Hawk’s Isle, unearthing a Thayan plot that could ripple across the region.

Episodes

The adventure is spread over three to five episodes that takes approximately four to six hours to play. These episodes are initially introduced by a Call to Action Episode.

If you’re planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you’ll want to revisit the Call to Action each time you play.

Episode 1: Bread and Salt. The characters arrive in the Turmish coastal village, Ayakar. While visiting the seaside bazaar, they are approached by an agent of the Deryan family – a disguised djinni named Mazhar– who hires them to find the missing Zehira Deryan. This is the Call to Action.

Episode 2: Between Sea and Sky. The characters set sail on the Sea of Fallen Stars. They learn about life on the sea and must prove their mettle. **This is Main Objective A.**

Episode 3: Something Borrowed. The characters arrive on Hawk’s Isle, where the plague that ravaged the island’s inhabitants years ago left a mark. Zehira is alive but held hostage in morkoth Axar Xyrl’s lair. **This is Main Objective B.**

Bonus Objectives

This adventure includes two bonus objectives that the characters can pursue if they have additional time to do so—earning additional advancement checkpoints in the process. These bonus objectives are found in this adventure’s appendices, as follows:

Bonus Objective A: Blood, Sweat, and Tears. To dedicate their ship and incur luck and safety on the tumultuous sea, the characters must participate in a naming ceremony. This bonus objective is found in **Appendix 4.**

Bonus Objective B: Smoke and Mirrors. Characters discover a strange item behind a waterfall: a magma mephiti who thinks he is an efreeti. This bonus objective is found in **Appendix 5.**

Episode Sequence

Depending on your time constraints, play style and environment, this adventure takes approximately four to six hours to play.

How Will You Play?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately four hours. However, if you wish, you can provide a longer experience for your players by pursuing the bonus objectives.

Main Objective Only. To complete the adventure's main objective, the characters participate in Episodes 1 through 3 in order, however, you may include the opportunity to pursue bonus objectives.

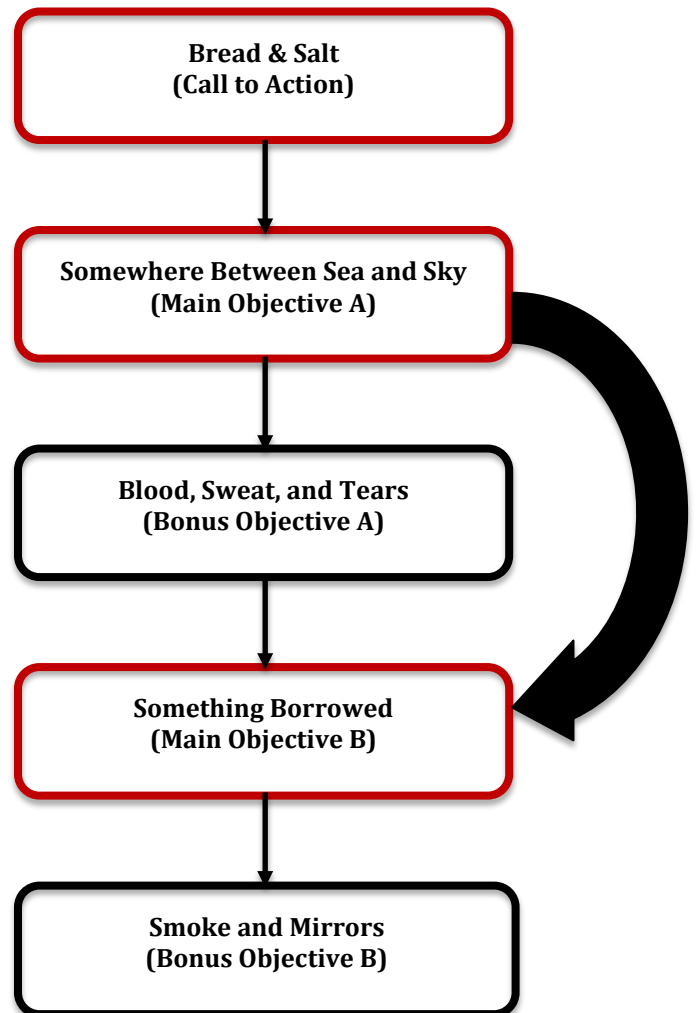
Bonus Objectives. You can extend this adventure by one or two hours by including opportunities for the characters to pursue the bonus objectives.

These objectives branch off Episode 2 and 3, but their order is fluid—they set the scene for the final episode and may even have an impact on the events that transpire.

Into the Storm

This adventure trilogy explores themes of deal-making, captivity, and arcane bondage set on the Sea of Fallen Stars, where there is much to explore. Although the Red Wizards are the central antagonists, characters encounter a multitude of creatures who will do anything to keep them under their spell. Be forewarned: while there is beauty to behold, this is not a jaunty seafaring tale, but rather a dark mission and grisly struggle for survival.

Episode Flowchart



Episode 1: Bread and Salt (Call to Action)

Estimated Duration: 30 minutes

Scene A. The Carnelian Star

Our adventure begins in the coastal town of Ayakar, located in northern Turmish. Ayakar is a bustling seaside trading post, famous for its large bazaar that juts out over the cliffside, facing the Sea of Fallen Stars, Faerûn's largest inland body of water.

The air in Ayakar is thick with the briny scents of the sea, and there's a permanent chill in the air. The waves crash into the cliffs, a metronomic sound, leaving a film of salt on every surface. Fishing here is abundant and prosperous, for the bay is filled with strange and exotic fish that are unique to this region. The anglers born and raised in Ayakar are hardy folk, as boating in the bay is no easy task.

Although the weather is chilly throughout the year, most of Ayakar's buildings remain open to the elements. Ayakarans are used to being perpetually damp. As a settlement, Ayakar has a residential area a little farther from the coastline, but the bazaar functions as the central hub for all goings on. To visitors, Ayakar's bazaar appears haphazardly constructed despite having remained sturdy for centuries, although its once colorful facade is faded and weathered from the constant storms that plague the coastline.

Features of Ayakar

Ayakar shares much of its culture with greater Turmish but its distance from other settlements has given it some unique customs.

Terrain. Ayakar is rocky and it's a wonder that a settlement was built atop the jagged terrain. It is easy enough to traverse, thanks to many small bridges and the bazaar structure which allows people to pass through most of the village under cover and on flat ground.

Lighting. The lighting is overcast; a thick fog hovers in the bay and diffuses the light from the burning orange sun. The sky in daytime is often a strange pale red.

Local Lore. Ayakarans speak poetically and their long, elaborate sentences sometimes confound (though frequently delight) visitors. Ayakarans revere Selûne, goddess of the moon and protector of navigators. Their relationship with Selûne is personal, as they see her domains manifest in the climate of Ayakar; the moon controls the tides and

the behavior of the ocean directly impacts their daily life.

The Harbor. Ships travel to and from the harbor from across the realm, and the ships reflect the places from which they travel. Ayakaran shipwrights build and sell ships to buyers from around the bay, so new ships are common to find here.

Notable Phrases of Ayakar

- They call Ayakar, "The carnelian star among opals," referring to the settlement's color in contrast to the other settlements and islands in the Sea of Fallen Stars.
- They greet new visitors by saying, "May your bread be sour, and your salt be fresh," referring to the traditional meal of sourdough bread accompanied by a bowl of salt. Turmish nobles often present this to guests as a sign of good faith and trust. Ayakar is famous for this bread as fermentation vats line the coastline, capturing the naturally occurring yeasts from the sea, and Ayakarans are especially proud of this export.
- When distressed, they often exclaim the phrase, "Cut the moon!" This is used sparingly, however, and they often retract the statement, so they don't invoke the Selûne's wrath.

Scene B. The Bazaar

The bazaar is a cluster of domed buildings, all of which are open to the elements. Under the open areas are lush atriums filled with glass pillar terrariums, containing colorful sea grass and lichen.

Bazaar Locations

The bazaar has nine interconnected domes, each occupied by a business or organization. These include the following.

1. Bread-Makers' shop. This shop produces one of Ayakar's primary exports. It has a deck that extends out over the ocean so the bread-makers can cultivate their starters.

2. Tea house. The tea house is open around the clock, serving the constant stream of fishers, sailors, and merchants seeking warmth and a hardy meal. It offers standard tavern fare along with an extensive range of tea served in Turmish tulip cups.

3. Angler's shop. The angler shop is both for purchasing angling gear — poles, nets, bait — but also for buying samples of the fish sourced from the bay.

4. Sailmakers. The sailmakers employ huge sewing machines to create and repair sails of all shapes and sizes.

5. Spice market. One of the largest domes is dedicated to selling an array of colorful spices. As expected, salt is sold in abundance.

6. Travel wares. Travelers and adventurers can purchase basic, non-magical supplies in preparation for seafaring journeys.

7. Meeting room. Village meetings and events are hosted in this dome that faces inland.

8. Hospital. Sailors and anglers who have incurred injury can visit the hospital for healing. The bazaar supports a cleric of Selûne who can be commissioned for more advanced healing. She will also provide *potions of healing* for the price listed in the Player's Handbook, though she expects each purchaser to spend at least 15 minutes in earnest prayer to Selûne before being granted the privilege of purchasing.

9. Public baths. A public bathhouse provides warm freshwater baths.

While exploring the bazaar, any character with a passive Perception of 16 or greater, or that makes a successful DC 16 Wisdom (Perception) check notes that they are being watched and followed by a rather discreet Turmish man dressed in rich, ornately patterned robes of white and blue. His robes almost appear to shift and ripple in some unseen wind as he meanders through the marketplace.

The man's name is Mezhar and he is a **djinni** who takes the form of a Turmish male. He carries a scimitar. If the characters take notice, they can approach him, or else Mezhar eventually introduces himself.

Scene C. Deals with Djinnis

Objectives/Goals. Mezhar is an agent for the Deryan family, wealthy Turmish merchants from Alaghôn, and has been tasked with hiring an honorable party of adventures to find the Deryans' daughter, Zehira.

Roleplaying Mezhar

Mezhar invites the characters to partake in a meal of bread, salt, and tea. Assuming they accept, he leads them to the tea shop in the bazaar that overlooks the sea and pays for this meal to be provided to the entire group. The tea and bread is untainted and delicious, and Mezhar is genuine and friendly. However, any character making a successful DC 17 Wisdom (Insight) check notes something not entirely human about him.

- One such indication are his eyes – normally they remain a vivid blue, but occasionally flash purple.
- The other is his scimitar. Many people in Ayakar carry ornamental blades, but Mezhar's is quite large. The handle is encrusted with jewels, including a large sapphire that pulses with an inner light.

If confronted about this with respect, Mezhar reveals quietly that he is a djinni and asks that the characters keep this secret. He is paying off a debt to the Deryans before he can reclaim his true form.

What Does He Know?

Mezhar has been in the Deryans' employ for decades and knows Zehira well. He speaks fondly of her "spirit," but notes that she has a reckless taste for adventure and frequently defies her parents.

He explains that Zehira's parents assume she has run off with pirates – she was last seen a tenday prior, willingly boarding a ship in Ayakar, and he asks if the characters would accept a contract to track her down and bring her home safely. If asked regarding compensation, Mezhar indicates that the Deryans' are quite wealthy and that the contract lists a sum that befits a king's remembrance.

He will say that if Zehira is with pirates, they have likely gone to the Pirate Isles. This is a dangerous place and Mezhar fears she's in over her head.

Should the characters accept the contract, Mezhar presents them with a scroll that requires their signature. Any character making a successful DC 18 Intelligence (Arcana) check discerns that the contract is imbued with a scrying spell that will track the characters' whereabouts once they sign.

If questioned regarding the nature of the scroll, Mezhar will explain that this is as much for their protection as the Deryans'. Should they go missing for two long, Mezhar might find the means to rescue the rescuers. He understands that travel at sea can be extremely dangerous.

Upon agreement, Mezhar departs to book the ship and tells the characters to be at the port at dawn the following morning. Additionally, he gives the party a small bag of Zehira's belongings: an embroidered pouch containing her small sketchbook (filled with sketches of coastal life), a golden coin depicting the Deryan family emblem (an albatross), and a golden hair pin.

Episode 2: Somewhere Between Sea and Sky (Main Objective A)

Estimated Duration: 1 hour

*The tempestuous sea calls to our
tumultuous hearts.*

*We are creatures comprised of
water and our souls rock with the
tides.*

— *First Mate Samara Elisiar*

Setting Description

Mezhar and the chartered ship, a caravel, awaits the characters in the harbor. To see the deck plan for the ship, refer to **Appendix 3b: Map-Caravel**.

Area Information

This area features:

Crowd. At dawn, the harbor is already busy with anglers and crews preparing their ships for travel.

Weather. Per usual, the climate is wet and cold. A light rain descends like fine mist, and the waters are choppy.

Objectives

The main objective is to travel toward the Pirate Isles and gather clues of where Zehira has gone. These are east of Turmish in the Sea of Fallen Stars. For more information see **Appendix 3a: Map-Pirate Isles**.

Scene A. The Crew & Sailing

The chartered ship's crew stand stoically in the harbor in front of the caravel, which is brand new; the scent of oiled wood is rich and fresh in the early morning air, and the sails are clean and white. The ship's crew consists of the following people.

- **Captain Lazlo Sharktooth** (N male half-orc swashbuckler): Captain Lazlo is a weathered man with a passion for the sea. He has dark blue hair and his eyelids are tattooed with symbols of open eyes.
- **First Mate Samara Elisiar** (NG female half-elf swashbuckler): Samara also sports tattoos of open eyes, although hers are on the palms of her hands. She has served as Lazlo's first mate for several decades. She sports a streak of gray in her auburn hair.

- **Quarter Master Merrow** (NG male water genasi): Merrow helps source food and drinkable water, and aids Lazlo and Samara. He makes no effort to disguise his genasi form.
- **Sailing Master and Chief Diviner, Evren Feray** (NG female human diviner): Evren is the navigator and keeper of the charts. She employs divination to track threats and danger on the sea. Captain Lazlo takes Evren's role very seriously and eagerly seeks her counsel.

Goals. The ship is brand new and the crew is eager to acquaint it with the ocean. All of them prefer to be on sea, rather than on land and take any reason to explore their new vessel.

What Do They Know? The crew is familiar with the Pirate Isles. Evren tells the characters that she can help them determine Zehira's location, but she needs their help to do it.

Crew Dynamic. The crew has served together on many ships and have faced many dangers. They are quite close and protective of each other. Although they have a captain, each member of the crew is valued equally. They are all extremely superstitious and this is partly what has kept them alive.

For additional information on roleplaying the individual crew members, see **Appendix 1: NPCs**.

Life on the High Seas

A sailor's career is filled with danger and wonder. Once a ship makes way, survival is at the whim of nature, and sailors hold tight to the traditions they believe will keep them safe. Time at sea makes even the most logical of people see signs and omens in voids both above and below.

Ship crews are often tight-knit, for they face a multitude of challenges together in a hostile environment. Passengers are often ignored by a crew or recruited to serve as entertainment. For the most part, however, passengers are expected to stay out of the crew's way. Sailors are known for their tempers – especially captains.

Food on a ship is generally quite good. Savvy anglers can source hardy meals from the waters below, and a well-stocked ship includes a variety of salted meats, breads, and of course, alcohol, ranging from infamous grog to pleasantly tangy ales.

Seeing another ship brings mixed emotions. After being at sea for a while, morale can improve seeing another group of people, but the presence can also signify danger. Sailors often defer to their "gut response" based on the type of ship and the ship's behavior. Maybe the ship is riding too high or too low in the water; maybe it lists slightly to one side; maybe no one else is visible on deck. There are many warning signs that imply danger is imminent.

The crew is eager to set sail. Evren estimates that it takes approximately three days to reach the Pirate Isles, although this timeline may increase if they encounter storms or other obstacles.

Captain Lazlo is friendly enough, although he lays down some rules as they depart the harbor. Some of the rules are practical whereas others are meant to prevent drawing the attention of the evil sea goddess, Umberlee.

The Ways of Water

- Each person aboard the ship must find a task to do. Morale improves when no one is idle. Characters can consult with the crew to find a suitable task, such as keeping watch on the mast, cooking and sourcing sustenance, aiding in ship maintenance or repair, or providing entertainment at night. They must commit to this task for the duration of the journey.
- Each character must make an offering before they go to sleep on their first day aboard the ship. The offering does not need to be of high value. The offering bowl is on the ship's bow and will be poured into the sea at midnight that night. (Characters who opt out must roll Constitution saving throws with disadvantage while aboard the ship, as the movements of the ocean becoming disturbingly nauseating to them only.)
- Maintaining basic hygiene is encouraged, but they are not allowed to cut their hair or nails. Doing so is said to please the goddess Sune, which angers the jealous Umberlee.
- Spotting a dolphin is a good omen, but killing one incurs bad luck and the ship must be destroyed.
- The word "drowning" is banned from the ship, for it summons Umberlee's attention.
- Sailing under a full moon is a good omen. The moonlight is said to purify the sea and keep threats at bay. Incidentally, the moon will be full in two nights.

Because the ship is so new, it has not yet been named and does not sport a figurehead or a flag. Captain Lazlo says that the ship's name must be earned, but he would like to involve the characters in the process. He says that "a ship is like a child — it's personality is revealed through experience." Predicting a ship's personality before it has sailed is a bad omen, but they can select a name after it has been at sea for two days and conducting the naming ceremony under the light of the full moon is sure to keep the ship safe and prosperous. This activity is **Bonus Objective A, Appendix 4: Blood, Sweat, and Tears.**

Scene B. Evren's Divination

Evren approaches the characters to help determine Zehira's location. She possesses a map of the entire region and lays it out before the characters.

Evren conducts a ritual and asks for the characters' assistance. She places a basin of water on the table beside the map and requests an item of Zehira's to use in the ritual. She places the item in the basin, but the item is not damaged by the water. Evren also adds her arcane focus, a topaz orb that she keeps mounted in a staff, and instructs all characters present to clasp hands in a circle around the basin.

As Evren peers into the basin, her topaz orb floats to the surface, and the water ripples out from it.

Have each character make either an Intelligence or Wisdom ability check, using whichever score is higher. Characters with the ability to cast divine spells (clerics, druids, and paladins) may add their proficiency bonus to the roll. Take the average of their collected results and consult the table **Evren's Divination** to determine what additional details Evren gleans. Regardless, Evren states the following with eyes glazed.

"I see a deer with too many antlers. I see a talon that never arcs toward prey. On the shore lies a wooden skeleton, bearing Umberlee's name but crushed by her hand. Among the trees are stagnant pools filled with infernal poison. Hawks circle overhead. The woman you seek is in darkness, ensnared by tentacles."

Evren's Divination

Total	Result
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0-10	Evren senses that Zehira is in distress on an island that has a mountain in the shape of a talon, the point of which is seen over the treeline. She senses an evil presence lurking near Zehira but can only make out its shadows.
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11-17	Evren locates Zehira on Hawk's Isle at the base of a talon-shaped mountain. She sees the remnants of a shipwreck and a dark cave where Zehira is being held by a shadowy creature. The island is uninhabited, but not unoccupied.
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18-20+	Evren is able to determine that Zehira is being held captive on a place Hawk's Isle. She sees the wrecked ship that brought Zehira to the isle. She senses the lingering impact of a plague that once spread across the island and detects the presence of a powerful aberration.
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Using Evren's map, characters proficient with navigation tools may identify the location as Hawk's Isle. Likewise, a character that makes a successful DC 20 Intelligence (History) check can do the same. If all

else fails, Evren can provide this information the following morning.

Scene C. All Hands On Deck!

The sea is dark and tumultuous. The ship rolls over it like a marble on glass, tossed about with the rise and fall of the waves. At night, the Sea of Fallen Stars resembles its name: the surface reflecting the night sky overhead, and it's frequently difficult to distinguish between sea and sky. With the wind in its sails, the ship pushes forth toward the unknown.

On the morning of the second day, a storm brews on the sea. The waves are choppy and rain lashes against the sails. Throughout the day, the storm increases, and there is little time for the crew to talk or socialize.

As evening descends, the storm escalates to a dangerous point, and the ship is attacked by two **water elementals**, servants of Umberlee seizing the chance to capsize the ship.

If the party chooses to participate in the naming ceremony (which, due to the impatience of the crew, takes place during this storm) this attack interrupts it. See Bonus Objective A.

Combat Tactics. Each character must quickly decide if they want to fight the elementals or help keep the ship from capsizing. In both cases, they must protect Evren while she's completing her divination ritual.

Each round you can roll a d20 and refer to the Storm Mishaps Table to determine if something goes wrong with the ship.

Storm Mishaps Table

d20 What Happens?

1-10 Everything is Fine; each character must succeed at a DC 15 Dexterity (Acrobatics) check to maintain their footing. Failure indicates the character is violently knocked prone and takes 3 (1d6) bludgeoning damage. If they are not lashed to something on the deck, the character must also succeed at a DC 15 Strength saving throw to avoid being pitched overboard.

11-15 A Rope Breaks Loose; opening a sail too far and threatening to capsize the ship. A character must make a successful DC 15 Strength (Athletics) check to grab hold and secure the rope and sail, followed by a DC 15 Dexterity (Acrobatics) check to maintain their footing as described under the result, **Everything is Fine.**

16-20 The Captain's Down; and nobody's at the helm. A character must make a successful DC 15 Wisdom (Survival) check to grab hold of the helm and course correct the ship without capsizing it, followed by a DC 15 Dexterity (Acrobatics) check to maintain their footing as described under the result, **Everything is Fine.**

If there are three mishap failures before there is a success, the ship capsizes, and washes up on Hawk's Isle the next day. If this occurs, assume that any of the characters who survive the fight survive the shipwreck, but suffer from 1d3 levels of exhaustion.

Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove one water elemental.
- **Weak:** Remove one water elemental.
- **Strong:** No changes.
- **Very Strong:** Add one water elemental.

Once the elementals are vanquished, the storm clears, and the Pirate Isles come into view. A bright full moon illuminates the beautiful and hostile archipelago, a day's travel away.

Episode 3: Something Borrowed (Main Objective B)

Estimated Duration: 2 hours

Welcome to Hawk's Isle!

Hawk's Isle was once a rest harbor for pirates and sailors traversing the Pirate Isles. It was named after the famous pirate, Hawk, although the name also comes from the talon-shaped mountain in the center of the island and the abundance of blood hawks and vultures that circle overhead.

Hawk and his compatriots once lived like royalty on the verdant isle, but a plague overtook the pirates. Some assume the plague was a curse cast upon Hawk for his wrongdoings; others blame the stagnant pools of water. The few inhabitants remaining still suffer from the lingering disease, and the morkoth Axar Xyrl hunts these inhabitants down to use in gruesome experiments inside its lair.

Scene A. Bad Omens

When the characters request to sail toward Hawk's Isle, Captain Lazlo refuses — he and the crew believes the island to be cursed. Captain Lazlo rails on in the read-aloud text below.

“Look at the clouds that hang overhead – do you see how they are clustered and heavy with rain? The shadows they cast are long. The aroma that cuts through the ocean air smells of rot and decay. Something festers on that isle.”

Lazlo references the pattern of the clouds that hang in the sky, and the birds that fly overhead. He considers some birds to be positive omens, but blood hawks and vultures are not among them, as their presence suggests the presences of corpses. Two particularly brave souls, Samara and Evren expect to join the party, but Lazlo and the rest of the crew remain on the ship.

From a distance, it looks like a picturesque locale, but Evren confirms that it has a sinister past. Characters familiar with the region can make a DC 15 Intelligence (History) check to recall that the isle is infamous for a plague that once wiped out its inhabitants. A successful DC 16 Wisdom (Perception) check made from the ship spots a wrecked ship on the beach.

The crew provides the party with a row boat to take to shore, and Captain Lazlo indicates the ship will return for them in three days to transport them back to Ayakar. In the meantime, they plan to explore one of the neighboring islands. The water

here is relatively calm and getting to the island via the rowboat takes one hour.

If the ship washed up on Hawk's Isle, the crew works feverishly to repair the ship while the characters explore.

Features of Hawk's Isle

This area features:

Terrain. Hawk's Isle is mostly covered in a dense, verdant forest. In the center of the island is a pointed mountain that resembles a talon. Around the base of the mountain are small waterfalls and several caves.

Climate. An ever-present fog encircles the isle. It rains frequently and the climate is cool and damp, not tropical.

Resting

Characters may complete long rests as appropriate while on the island, but they should keep in mind the three-day window for returning to their chartered ship. Otherwise, they'll have to find another form of transportation back to Ayakar.

During a long rest, Axar kidnaps both Samara and Evren. The party wakes to find that both they and their belongings are missing. Axar takes them back to the lair, keeping them captive beside Zehira while he prepares his experiments.

The Mad Scientist

Morkoths are highly intelligent evil aberrations. Although the plague that once ravaged the isle is now dormant, some of the offspring of the island's former inhabitants still suffer, evident through the strange growths like extra eyes that sprout from their faces or fleshy webbing between their toes and fingers. Axar Xyrl hunts the afflicted and “studies” them, taking apart their bodies and attempting to create “new” monsters to repopulate the island for his pleasure. Finding whole, unaffected humanoids — Zehira and the pirates — was an unexpected surprise and he is eager to see what they bring to his experiments.

Scene B: Ruins

The island was once occupied, as evident by the ruins of a dock. The wood has mostly rotted down to the pylons and the remaining planks molder on the black sand beach.

Umberlee's Resolve

Run aground next to the docks, largely a collection of rotten pylons and driftwood now, is Umberlee's Resolve, the pirate ship that captured Zehira. It is also a caravel, like the ship the characters sailed on; it is damaged but not irreparable. A successful DC 13 Intelligence (Investigation) check spots a torn pirate flag crumpled beside the ship.

The ship is abandoned. Exploring it, and making a successful Intelligence (Investigation) check, finds the following (DCs for each item are below):

- **[DC 10]** Zehira's leather satchel, containing several daggers, a waterskin, a folded Turmish flag, and charcoal pencils.
- **[DC 15]** Zehira's journal. Characters have her sketchbook and can recognize her handwriting. The journal is emblazoned with the symbol of an albatross. In it, she writes about her desire to help rid Turmish of the Thayan threat and their alliance with the pirates. Another entry was written after she was kidnapped by the pirates. She calls the pirate ship Umberlee's Resolve and mentions a Thayan woman on board dressed in red robes.
- **[DC 20]** A chest in the captain's quarters. Inside is a satchel of coins, a rusty iron sphere (*iron bands of bilarro*), a journal, and several maps. In the journal, the captain writes about the underwater elven city, Myth Nantar, and each of the maps appears to depict this location, although each one has slightly different details. Additional notes in the journal mention the Thayan effort to find places among the isles to set up a base near Turmish, and mentions a person called "The Librarian" who can be found in Myth Nantar.

2. The Forest

The forest encircles the island, comprised mostly of eucalyptus trees. The island is sparsely populated, but some beasts and aberrations prowl the forest looking for food.

The atmosphere here should inspire paranoia. Feel free to prompt characters to make spontaneous Wisdom (Perception) checks at irregular intervals. Any check made at DC 14 allows a character to believe they see a mangled body part, such as an arm or a leg that appears humanoid, out the corner of their eye. When they go to investigate, the body part is no longer there. Characters may similarly catch a glimpse of a large shadowy figure that never comes fully into view, and that mysteriously loses them in the forest when pursued.

The Watcher in the Forest

Further into the forest, right before the tree-line opens around the Talon, any character with at least a passive Perception of 13, or that makes a successful DC 13 Wisdom (Perception) check hears the snapping of twigs. An afflicted tiefling named Malady (**mongrelfolk**) emerges from behind a rotting eucalyptus tree. Malady approaches the characters tentatively, but just before she can speak, the party is attacked from the canopy above by an extremely stealthy **corpse flower**.

When combat begins, the corpse flower will have some number of corpses on its body. Each of these was once a pirate, but on examination will have strange limbs, missing limbs, extra eyes, spines, etc. Feel free to be creative in your descriptions of these but be careful to gauge the tolerance of your table for the grotesque and macabre.

Malady appears to be a red tiefling whose skin is the color of rust. She has two eyes in the standard placement, and three additional eyes that protrude from her right cheek. All five eyes are jet black. Her horns are thin and point straight upward and have branched off into many fractals. Characters may recall Evren's divination: "*A deer with too many antlers.*" One of Malady's wings is skeletal and the other is bloated. She lived in relative harmony with a small community of afflicted creatures until she discovered Axar's lair. Malady recently saw other non-afflicted people enter the lair — they have not yet returned, but Malady heard screams coming from the cave. She warns the characters to be careful around the talon. "*That's where it likes to hunt. It likes to tear us apart and reassemble us!*"

Regional Effects

Malady doesn't know what Axar is — she describes it as a "lurking shadow that takes many forms," and references wet tentacles and insect-like legs.

Morkoths set up lairs on islands and this has a regional effect. On Hawk's Isle, this encompasses the area around the Talon, as well as the forest. This effect makes people forgetful and more susceptible to the morkoth's influence.

In order to understand exactly what's going on, a character would have to succeed at a DC 25 Intelligence (Nature) check followed by a successful DC 25 Intelligence (Arcana) check. Otherwise, without having seen the creature, they wouldn't suspect such strange occurrences.

Morkoth Regional Effects

- The island surrounding a morkoth's lair is warped by the creature's presence, creating the following effects:
- The morkoth is aware of any new arrival, whether an object or a creature, on its island or in its sanctum. As an action, the morkoth can locate any one creature or object on the island. Visitors to the island feel as though they are being watched, even when they aren't.
- Each time a creature that has been on the island for less than a year finishes a short or long rest, it must make a DC 10 Intelligence (Investigation) check. On a failure, the creature has misplaced one possession (chosen by the player, if the creature is that player's character). The possession remains nearby but concealed for a short time, so it can be recovered with a successful DC 15 Wisdom (Perception) check. An object that is misplaced but not recovered ends up in the morkoth's lair 1 hour later. If the creature later goes to the morkoth's lair, its lost possessions stand out in its perception and are easily recovered.
- Entrances to the morkoth's lair have an enchantment that the morkoth can activate or suppress at any time while it's in its lair and not incapacitated. Any creature within 30 feet of such an entrance and able to see it must make a DC 15 Wisdom saving throw. On a failed save, the creature feels an intense urge to use its movement on each of its turns to enter the lair and to move toward the morkoth's location (the target doesn't realize it's heading toward a creature). The target moves toward the morkoth by the most direct route. As soon as it can see the morkoth, the target can repeat the saving throw, ending the effect on itself on a success. It can also repeat the saving throw at the end of each of its turns and every time it takes damage.
- With a thought (no action required), the morkoth can initiate a change in the water within its lair that takes effect 1 minute later. The water can be as breathable and clear as air, or it can be normal water (ranging in clarity from murky to clear).

If the morkoth dies, these regional effects end immediately.

3. The Talon

Hawk's Isle is known as such in part due to the abundance of hawks and vultures that fly overhead, but also by the central mountain that resembles a curved talon.

Waterfalls

Several small, jagged points jut off of the Talon; rain spills over, forming several waterfalls that pour into the largest, deepest pool on the island. The surface of the pool is covered with bright green algae. Bright red worms swim in it, but no fish. A DC 13 Wisdom (Medicine) check detects that the water is tainted

and unsafe to drink. Consuming it causes sewer plague.

Sewer Plague. Sewer plague is a generic term for a broad category of illnesses that incubate in sewers, refuse heaps, and stagnant swamps, and which are sometimes transmitted by creatures that dwell in those areas, such as rats and otyughs.

When a humanoid creature is bitten by a creature that carries the disease, or when it comes into contact with filth or offal contaminated by the disease, the creature must succeed on a DC 11 Constitution saving throw or become infected.

It takes 1d4 days for sewer plague's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice, and no hit points from finishing a long rest.

At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

Caves

The edge of a small cave peeks out from behind the largest waterfall. Exploring this leads to **Bonus Objective B, Appendix 5: Smoke and Mirrors**.

The other cave is much larger, with a 15-foot tall opening. This is the entrance to Axar's lair.

4. Morkoth Lair

The **morkoth** Axar Xryl has set up its lair in the large cave at the base of the Talon. It has a wide opening that narrows into a tunnel, which then deltas into the lair.

4a. Cave Entrance

The first part of the cave is around 20 feet in diameter. The walls are damp and covered with lichen, and the ground is muddy and slippery. See the sidebar, **Morkoth Regional Effects**.

4b. Tunnel

The tunnel narrows to an 8 ft. tall, 4 ft. wide space. Moss and slimy fungi coat the walls. The tunnel is 20 feet long before opening into the lair. The corpse of a pirate, missing its hands and feet, blocks the entrance into the lair. It hangs there, lashed up in

such a way as to swing open and closed like a makeshift door.

4c. Lair

The tunnel opens into a huge 50-foot wide, 40-foot tall cavern. Stalactites hang from the ceiling and the walls sweat with dampness. Six mangled corpses sit atop large flat rocks.

A successful DC 15 Intelligence (Investigation) check allows a character to determine that most are the bodies of pirates — characters can make out the remaining body parts of two humans, a dwarf, and a half-orc. The additional corpses are beastly and aquatic. Each has at least one limb missing, replaced with another corpse's body part that has been crudely sewn to it. The cavern floor is slick with blood, such that taking the Dash action requires the character to make a successful DC 15 Dexterity (Acrobatics) check, or slip and fall prone.

Zehira is bound to another rock, and assuming Samara and Evren accompanied the characters they're also bound to the same large rock. Zehira strains against the rope bindings that keep her in place, though Samara and Evren are both unconscious (0 hit points but stable).

Axar is aware of the character's presence unless each and every one of them has some kind of anti-divination magic (such as a *nondetection* spell) affecting them. As such, Axar is hidden in an area of magical darkness near the ceiling above Zehira.

Adjusting the Scene

Fighting a morkoth is challenging even for Strong groups. They are clever and leverage psychic effects as much as possible.

- **Very Weak:** Omit its 5th, and 6th level spells.
- **Weak:** Omit its 6th level spells.
- **Strong:** No changes.
- **Very Strong:** Increase its hit points to maximum for its hit die (200).

Zehira is a **swashbuckler**, although she suffers from 1 level of exhaustion and is down to 50 hit points. You can choose to add her to the initiative order once freed. Axar doesn't have a particular interest in her and would rather obtain fresh new humanoids, so it focuses more on the party. If the morkoth is defeated, the party can tend to Zehira.

If the characters defeat Axar, they can explore the hoard of loot left in the lair. It mostly contains basic items belonging to the pirates. Feel free to roll on the trinkets table in the Player's Handbook 2d4 times, for loose odds and ends that aren't weapons or armor.

If any of the characters lost an item, it's in the pile. Zehira claims a unique object, a club encrusted with barnacles.

From Precocious Daughter to Privateer

Zehira Deryan is a young woman who is mortified by what she has witnessed in the lair. She is eager to meet the characters and thanks them for their rescue.

What Does Zehira Know?

- Zehira scoffs at the notion that she would run off with pirates — she actually joined a privateer ship to help the Turmish effort against the Thayans, who are attempting to spy on Turmish.
- Early in the journey, her ship was overtaken by pirates on Umberlee's Resolve. They took her captive, but Umberlee's Resolve ran aground during a storm. She assumes her original crew is dead.
- Many of the pirates were immediately taken by Axar, and she was able to stay away for days, thanks to Malady's help. But Axar eventually lured her into the lair.
- Thay doesn't care that pirates were expended during their effort and has not sent a search party to find them. If the characters had not arrived, Zehira is certain she would have died in the lair.
- Zehira acknowledges that she should have told her parents about her plans, but she knew they would disapprove. She has dreamed of a career on the sea and wants to serve her country.

Conclusion

If Zehira is safely rescued from the Axar's lair, and three days have not yet passed, the characters and Zehira can rejoin the chartered ship, which has returned for them off the coast of the island. Alternatively, they can choose to stay on Hawk's Isle for another two days to help Zehira repair Umberlee's Resolve and make it stable enough to sail back to Ayakar, something she returns to do in any case.

Once they've returned to Turmish, Mezhar gives them the gold reward promised, and Zehira makes amends with her parents before preparing for her new career as the privateer captain of Umberlee's Resolve. Zehira asks for the characters' help with another matter at a latter date, though she is non-specific at the moment, kicking off the next adventure in the series, *Blood on the Water*.

Adventure Rewards

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

Advancement Checkpoints

The characters receive two advancement checkpoints for each **main objective** completed:

- **Main Objective A:** Locate Zehira's whereabouts and survive the journey to Hawk Isle.
- **Main Objective B:** Free Zehira from the morkoth's captivity.

The characters earn an additional advancement checkpoint for each **bonus objective** they complete.

Treasure Checkpoints

The characters receive two treasure checkpoint for completing **each main objective** and one for completing **each bonus objective**.

Magic Item Unlock

Characters completing adventure's **main objectives** unlock this magic item.

Iron Bands of Bilarro. This rusty Iron Sphere measures 3 inches in diameter and weighs 1 pound. You can use an action to speak the Command Word and throw the Sphere at a Huge or smaller creature you can see within 60 feet of you. As the Sphere moves through the air, it opens into a tangle of metal bands.

Make a ranged Attack roll with an Attack bonus equal to your Dexterity modifier plus your Proficiency Bonus. On a hit, the target is Restrained until you take a Bonus Action to speak the Command Word again to release it. Doing so, or missing with the Attack, causes the bands to contract and become a Sphere once more.

A creature, including the one Restrained, can use an action to make a DC 20 Strength check to break the iron bands. On a success, the item is destroyed, and the Restrained creature is freed. If the check fails, any further attempts made by that creature automatically fail until 24 hours have elapsed.

Once the bands are used, they can't be used again until the next dawn. This item can be found in

Appendix 7.

Story Awards

During this adventure, the characters may earn the following story award:

Story Award. Zehira's allyship. Zehira Deryan becomes a friend and ally to the party and accompanies them on their next adventure. See **Appendix 6.**

DM Rewards

In exchange for running this adventure, you earn advancement and treasure checkpoints and downtime as though you played the adventure, but none of the other rewards listed above.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

Appendix 1: NPCs

The following NPCs feature prominently in this adventure.

Mezhar (MEZ-arr). Mezhar is a djinni disguised as a middle-aged Turmish male.

Personality: I am friendly and enjoy following Turmish customs.

Ideal: I look forward to living freely as a djinni once again.

Bond: The Deryans helped me and I owe them a debt.

Flaw: Sometimes my true form slips through my disguise.

Captain Lazlo Sharktooth. The Captain is a half-orc sailor who has spent his life on the ocean. On his eyelids, he sports tattoos of open eyes, which he believes bring him luck. His head is shorn.

Personality: I am stoic around strangers and put my trust only in my crew.

Ideal: I listen closely to the “voice” of the ocean.

Bond: I would do anything to protect my crew from danger.

Flaw: I let superstitions override logic.

First Mate Samara Elisiar (suh-MARR-uh eh-LEES-ee-ar. Samara is a half-elven woman who has served alongside Lazlo for years. She has an assortment of scars, a peculiar streak of gray in her auburn hair, and tattoos of eyes on her palms.

Personality: I’m not very chatty but I’m happy to teach people how to work on a ship.

Ideal: I revere the sea for its power and wonder.

Bond: I would die for my crew.

Flaw: I am skeptical of other customs/cultures.

Quarter Master Merrow (MAIR-oh). Merrow is a water genasi who aids the Captain and First Mate.

Personality: I don’t talk much — I’d rather be in the water.

Ideal: I love the balance between life on deck and below it.

Bond: I can never live far from the ocean.

Flaw: I struggle communicating with land folk.

Ship Navigator and Chief Diviner Evren Feray (EHV-rehn furr-AY). Evren is a wizard whose divination power comes from her study of the sea. She helps the captain navigate and discern potential threats.

Personality: I am eager to meet new people and help them spot omens.

Ideal: The sea is a microcosm of the multiverse, and we can find many answers in its depths.

Bond: I am forever tied to the sea and it affects my magic.

Flaw: I often forget that not everyone puts as much stake in omens as I do.

Malady (MAL-uh-dee). Malady is a rust-colored tiefling whose family lineage is cursed from a plague that once swept across Hawk’s Isle. Her affliction manifests in her strange antler-like horns and additional eyes. She tries to keep visitors from falling prey to Axar.

Personality: Life is short and dangerous, and I do what I can to help others.

Ideal: I just want to live in peace with others who are also afflicted.

Bond: I don’t want to leave the island, lest the plague spreads to others.

Flaw: The physical impact of my affliction often frightens people.

Zehira Deryan (zeh-HEER-uh DAIR-yuhn). Zehira is the daughter of Turmish merchants. She has keen dark eyes, olive skin, and black hair that she keeps in a tight braid. As a child, she often accompanied her parents on their trade travels and developed a passion for the sea. She works hard to prove herself.

Personality: I am intelligent, kind, adventurous, and always excited to meet people from other cultures.

Ideal: I believe I have a greater purpose in life and want to protect the greater good.

Bond: I am proud to be Turmish and want my country to be safe and prosperous.

Flaw: I can be a little reckless in my pursuit of service and adventure.

Axar Xryl (AX-arr Zy-ruhl). Axar is an evil aberration that has claimed Hawk’s Isle. It lures creatures to its lair and conducts grisly experiments on them.

Personality: I am conniving and use psychic power to toy with my targets.

Ideal: I care only for chaos.

Bond: I am curious about the potential for creating new monsters.

Flaw: I have no capacity to think or care about others.

Appendix 2: Creature Statistics (In order of appearance)

Djinni

Large elemental, chaotic good

Armor Class 17 (natural armor)

Hit Points 161 (14d10 + 84)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	22 (+6)	15 (+2)	16 (+3)	20 (+5)

Saving Throws Dex +6, Wis +7, Cha +9

Damage Immunities lightning, thunder

Senses darkvision 120 ft., passive Perception 13

Languages Auran

Challenge 11 (7,200 XP)

Elemental Demise. If the djinni dies, its body disintegrates into a warm breeze, leaving behind only equipment the djinni was wearing or carrying.

Innate Spellcasting. The djinni's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *detect magic*, *thunderwave*

3/day each: *create food and water* (can create wine instead of water), *tongues*, *wind walk*

1/day each: *conjure elemental* (air elemental only), *creation*, *gaseous form*, *invisibility*, *major image*, *plane shift*

ACTIONS

Multiattack. The djinni makes three scimitar attacks.

Scimitar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 3 (1d6) lightning or thunder damage (djinni's choice).

Create Whirlwind. A 5-foot-radius, 30-foot-tall cylinder of swirling air magically forms on a point the djinni can see within 120 feet of it. The whirlwind lasts as long as the djinni maintains concentration (as if concentrating on a spell). Any creature but the djinni that enters the whirlwind must succeed on a DC 18 Strength saving throw or be restrained by it. The djinni can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if the djinni loses sight of it.

A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 18 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

Swashbuckler

Medium humanoid (any race), any non-lawful alignment

Armor Class 17 (leather armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

Skills Acrobatics +8, Athletics +5, Persuasion +6

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Lightfooted. The swashbuckler can take the Dash or Disengage action as a bonus action on each of its turns.

Suave Defense. While the swashbuckler is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

ACTIONS

Multiattack. The swashbuckler makes three attacks: one with a dagger and two with its rapier.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Diviner

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 67 (15d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	14 (+2)	11 (+0)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +4

Skills Arcana +7, History +7

Senses passive Perception 11

Languages any four languages

Challenge 8 (3,900 XP)

Spellcasting. The diviner is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The diviner has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *message*, *true strike*

1st level (4 slots): *detect magic**, *feather fall*, *mage armor*

2nd level (3 slots): *detect thoughts**, *locate object**, *scorching ray*

3rd level (3 slots): *clairvoyance**, *fireball*, *fly*

4th level (3 slots): *arcane eye**, *ice storm*, *stoneskin*

5th level (2 slots): *Rary's telepathic bond**, *scrying**

6th level (1 slot): *mass suggestion*, *true seeing**

7th level (1 slot): *delayed blast fireball*, *teleport*

8th-level (1 slot): *maze*

Portent (Recharges after the Diviner Casts a Divination Spell of 1st Level or higher). When the diviner or a creature it can see makes an attack roll, a saving throw, or an ability check, the diviner can roll a d20 and choose to use this roll in place of the attack roll, saving throw, or ability check.

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.

Water Elemental

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (–3)	10 (+0)	8 (–1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

Giant Shark

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	1 (–5)	10 (+0)	5 (–3)

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages —

Challenge 5 (1,800 XP)

Blood Frenzy. The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Water Breathing. The shark can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Sahuagin Hatchling Swarm

Large swarm of Tiny beasts, chaotic evil

Armor Class 14

Hit Points 52 (8d10 + 8)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	18 (+4)	12 (+1)	3 (–4)	10 (+0)	3 (–4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Blood Frenzy. The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Seething. Once it enters combat, the swarm deals 10 slashing damage to itself at the end of its turn if it did not make an attack on that turn. This damage ignores resistance, and it cannot reduce the swarm to 0 hit points.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

Water Breathing. The swarm can breathe only underwater.

Actions

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

Corpse Flower

Large plant, chaotic evil

Armor Class 12

Hit Points 127 (15d10 + 45)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	7 (–2)	15 (+2)	3 (–4)

Condition Immunities blinded, deafened

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 12

Languages --

Challenge 8 (3,900 XP)

Corpses. When first encountered, a corpse flower contains the corpses of 1d6 + 3 humanoids. A corpse flower can hold the remains of up to nine dead humanoids. These remains have total cover against attacks and other effects outside the corpse flower. If the corpse flower dies, the corpses within it can be pulled free.

While it has at least one humanoid corpse in its body, the corpse flower can use a bonus action to do one of the following:

- The corpse flower digests one humanoid corpse in its body and instantly regains 11 (2d10) hit points. Nothing of the digested body remains. Any equipment on the corpse is expelled from the corpse flower in its space.
- The corpse flower animates one dead humanoid in its body, turning it into a zombie. The zombie appears in an unoccupied space within 5 feet of the corpse flower and acts immediately after it in the initiative order. The zombie acts as an ally of the corpse flower but isn't under its control, and the flower's stench clings to it (see the Stench of Death trait).

Spider Climb. The corpse flower can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Stench of Death. Each creature that starts its turn within 10 feet of the corpse flower or one of its zombies must make a DC 14 Constitution saving throw, unless the creature is a construct or undead. On a failed save, the creature is incapacitated until the end of the turn. Creatures that are immune to poison damage or the poisoned condition automatically succeed on this saving throw. On a successful save, the creature is immune to the stench of all corpse flowers for 24 hours.

Actions

Multiattack. The corpse flower makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or take 14 (4d6) poison damage.

Harvest the Dead. The corpse flower grabs one unsecured dead humanoid within 10 feet of it and stuffs the corpse into itself, along with any equipment the corpse is wearing or carrying. The remains can be used with the Corpses trait.

Mongrelfolk (Malady)

Medium humanoid, neutral

Armor Class 11 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (–1)	15 (+2)	9 (–1)	10 (+0)	6 (–2)

Skills Deception +2, Perception +2, Stealth +3

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 1/4 (50 XP)

Mimicry. The mongrelfolk can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 12 Wisdom (Insight) check.

Actions

Multiattack. The mongrelfolk makes two attacks: one with its bite and one with its claw or dagger.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Morkoth

Medium aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 130 (20d8 + 40)

Speed 25 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	20 (+5)	11 (+0)	8 (-1)

Saving Throws Dex +6, Int +9, Wis +6

Skills Arcana +9, History +9, Perception +10, Stealth +6

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20

Languages Telepathy 120 ft.

Challenge 11 (7,200 XP)

Amphibious. The morkoth can breathe air and water.

Spellcasting. The morkoth is an 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The morkoth has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *mage hand*, *mending*, *ray of frost*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *shield*, *witch bolt*

2nd level (3 slots): *darkness*, *detect thoughts*, *shatter*

3rd level (3 slots): *dispel magic*, *lightning bolt*, *sending*

4th level (3 slots): *dimension door*, *Evard's black tentacles*

5th level (3 slots): *geas*, *scrying*

6th level (1 slot): *chain lightning*

Actions

Multiattack. The morkoth makes three attacks: two with its bite and one with its tentacles or three with its bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. Hit: 15 (3d8 + 2) bludgeoning damage, and the target is grappled (escape DC 14) if it is a Large or smaller creature. Until this grapple ends, the target is restrained and takes 15 (3d8 + 2) bludgeoning damage at the start of each of the morkoth's turns, and the morkoth can't use its tentacles on another target.

Hypnosis. The morkoth projects a 30-foot cone of magical energy. Each creature in that area must make a DC 17 Wisdom saving throw. On a failed save, the creature is charmed by the morkoth for 1 minute. While charmed in this way, the target tries to get as close to the morkoth as possible, using its actions to Dash until it is within 5 feet of the morkoth. A charmed target can repeat the saving throw at the end of each of its turns and whenever it takes damage, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature has advantage on saving throws against the morkoth's Hypnosis for 24 hours.

Reactions

Spell Reflection. If the morkoth makes a successful saving throw against a spell, or a spell attack misses it, the morkoth can choose another creature (including the spellcaster) it can see within 120 feet of it. The spell targets the chosen creature instead of the morkoth. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

Lair Actions

When fighting inside its lair, a morkoth can invoke the ambient magic of the island to take lair actions. On initiative count 20 (losing initiative ties), the morkoth takes a lair action to cause one of the effects described below:

- The morkoth uses its Hypnosis action, originating at a point within 120 feet of itself. It doesn't need to see the effect's point of origin.
- The morkoth casts *darkness*, *dispel magic*, or *misty step*, using Intelligence as its spellcasting ability and without expending a spell slot.

Swarm of Rot Grubs

Medium swarm of Tiny beasts, unaligned

Armor Class 8

Hit Points 22 (5d8)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
2 (–4)	7 (–2)	10 (+0)	1 (–5)	2 (–4)	1 (–5)

Damage Resistances piercing, slashing

Condition Immunities charmed, frightened, grappled
paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 6

Languages —

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny maggot. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +0 to hit, reach 0 ft., one creature in the swarm's space. **Hit:** The target is infested by 1d4 rot grubs. At the start of each of the target's turns, the target takes 1d6 piercing damage per rot grub infesting it. Applying fire to the bite wound before the end of the target's next turn deals 1 fire damage to the target and kills these rot grubs. After this time, these rot grubs are too far under the skin to be burned.

If a target infested by rot grubs ends its turn with 0 hit points, it dies as the rot grubs burrow into its heart and kill it. Any effect that cures disease kills all rot grubs infesting the target.

Magma Mephitis

Small elemental, neutral evil

Armor Class 11

Hit Points 22 (5d6 + 5)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	12 (+1)	12 (+1)	7 (–2)	10 (+0)	10 (+0)

Skills Stealth +3

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Ignan, Terran

Challenge 1/2 (100 XP)

Death Burst. When the mephitis dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephitis remains motionless, it is indistinguishable from an ordinary mound of magma.

Innate Spellcasting (1/Day). The mephitis can innately cast *heat metal* (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. **Hit:** 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 6). The mephitis exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Sword Wraith Commander

Medium undead, lawful evil

Armor Class 18

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Skills Perception +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 14

Languages Common, Thieves' Cant

Challenge 8 (3,900 XP)

Martial Fury. As a bonus action, the sword wraith can make one weapon attack, which deals an extra 9 (2d8) necrotic damage on a hit. If it does so, attack rolls against it have advantage until the start of its next turn.

Turning Defiance. The sword wraith and any other sword wraiths within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Multiattack. The sword wraith makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

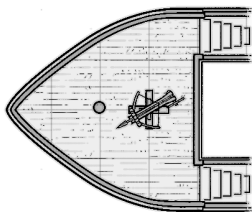
Call to Honor (1/day). To use this action, the sword wraith must have taken damage during the current combat. If the sword wraith can use this action, it gives itself advantage on attack rolls until the end of its next turn, and 1d4 + 1 sword wraith warriors appear in unoccupied spaces within 30 feet of it. The warriors last until they drop to 0 hit points, and they take their turns immediately after the commander's turn on the same initiative count.

Appendix 3a: Map-The Pirate Isles

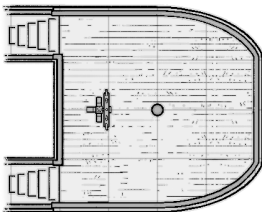


Appendix 3b: Map-Caravel

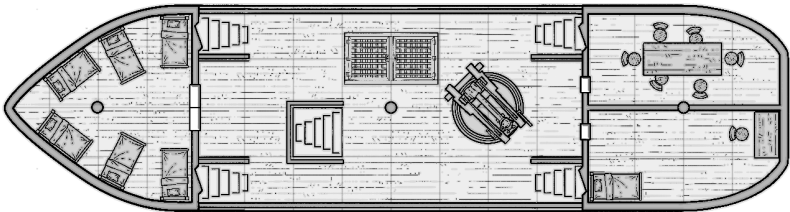
1 square = 5 feet



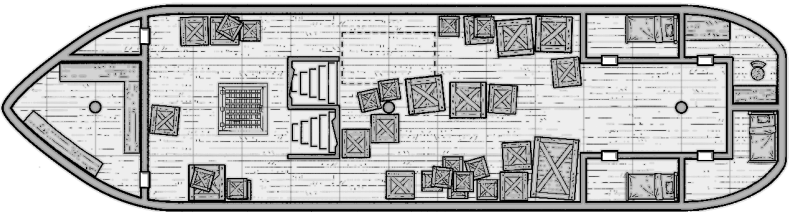
FORECASTLE



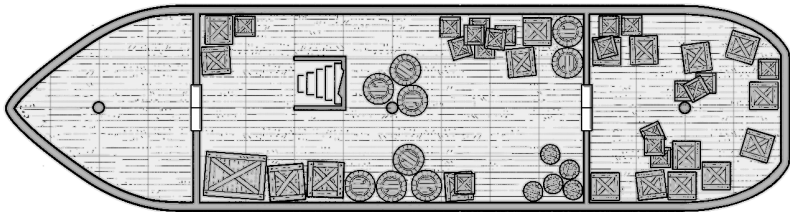
QUARTERDECK



MAIN DECK



LOWER DECK



HOLD

Appendix 4: Blood, Sweat, and Tears (Bonus Objective A)

Estimated Duration: 1 hour

To Name a Ship

Two days into their journey on the Sea of Fallen Stars, the characters can help name their ship. Unfortunately, the timing of the ritual couldn't possibly be worse. As it turns out, the crew's affinity for Selûne has caught the attention of Umberlee who sends a storm their way during the ritual. See **Main Objective A, Scene C**.

Objective

Select a proper name for their chartered ship and conduct the ceremony to make it official. Once the name has been chosen and the ritual begun, the storm begins along with it.

The Name

Selecting a name is the first step. Some Turmish ships have a name that contains an adjective/descriptor and a notable person, creature, item, or virtue. Occasionally the order is reversed (such as Umberlee's Resolve). Like a person's name, the ship's name should represent its purpose and appearance. The party doesn't have to follow this naming template. Suggested words are provided below as inspiration.

Name Table (Examples Only)

Adjective	Noun
Mighty	Falcon
Tempestuous	Albatross
Strong	Shark
Salty	Siren
Morning	Valkyrie
Night	Titan
Forgotten	Sword

Additional suggestions:

Colors, Seasons, Moods, Animals, Deities, Locations, Weapons, Names of characters

The Ceremony

A name must be selected before continuing the ceremony. The crew believes that all who contribute to the naming of a ship must bind themselves to it. It's a promise that the ship won't be used for evil purposes and that those who sail show respect to the sea and the creatures that dwell within it. Everyone must stand under the light of the moon. The ceremony requires an offering from each person:

- a drop of blood
- a drop of saltwater
- their name written on a piece of parchment

These are each added to a basin. Once each person adds their offerings, Evren grinds the contents into a paste and smears it on the ship's bow. Everyone recites the following:

**Bound to the wood, to the rope, to the sail
This ship is our vessel that braves the unknown
When the storms rage, when the harpies wail
Our ship will hold fast and deliver us home**

The binding costs each character one hit die.

Party Crashers

The recitation is interrupted by two water elementals attacking the ship. See **Main Objective A, Scene C**. Additionally, Umberlee sends two **giant sharks**, each of which is accompanied by a **sahuagin hatchling swarm**.

After the encounter, if anyone is lost in the fight, the crew is very wary to continue the ceremony and already considers the chosen name to be a bad omen. They request that the characters change it; Lazlo suggests annulling the original name and performing the ceremony over once the characters disembark. A successful DC 15 Charisma (Persuasion) convinces the crew to continue willingly.

Figurehead and Flag

Upon returning to Ayakar, characters can help the crew commission a figurehead and a flag. Both pieces should represent the chosen name. It costs 500 gp to make a figurehead and 100 gp to have a flag sewn. Characters may also choose to have a patch made (5 gp) to sport on their armor or clothes, or even get a tattoo (50 gp). The Deryan family offers to front the costs of the figurehead and flag if the characters can't or won't afford it.

Rewards

Participating in the ceremony and successfully naming the ship binds the characters to it. They now have proficiency in Wisdom (Survival) checks and advantage on death saves while aboard the ship.

Appendix 5: Smoke and Mirrors (Bonus Objective B)

Estimated Duration: 1 hour

Hidden Falls

The Talon would be a beautiful part of Hawk's Isle if the lingering morkoth didn't hold sway over the region. At the base of the mountain, several waterfalls pour into a stagnant pool. The river that connects it is now filled with mud and muck that Axar placed there, preventing travelers from accessing a clean water source.

A small 8-foot wide, 15-foot deep cave peeks out from behind a wide waterfall. Several pirates hid out here until Axar eventually found them, but they left several items behind. The cave walls are covered in bioluminescent fungi and runoff from the stagnant spring has pooled in the cave. The pool contains a **swarm of rot grubs**.

Although the pirates were killed, one's soul remains now as a **sword wraith commander** guarding the makeshift workbench atop the cavern rock; it attacks when the party enters the cave.

A map of the island remains spread open on the workbench. Beside the map is a large, decorative stoppered metallic flask.

Blowing Smoke

A successful DC 15 Intelligence (History) affirms that the decor on the flask is Turmish in origin, and the patterns resemble the markings on Mezhar's scimitar. A successful DC 15 Intelligence (Arcana) check correctly identifies the item as an efreeti bottle, though casting *detect magic* confirms that it is no longer magical.

Inside the bottle is a **magma mephit** named Mipik who truly believes he is an efreeti. Clearly insane, Mipik is a bit of a trickster, not unlike an imp.

Mipik claims he is an efreeti stuck in the body of a magma mephit and demands the characters take him off the island with them. Any character making a successful DC 15 Wisdom (Insight) check determines that Mipik truly believes what he's saying.

For such a tiny creature, Mipik is quite grandiose, and takes an immediate liking to anyone who offers him praise and flattery – and even more so if he is given a gift. Characters who treat him as such with kindness can attempt a DC 15 Charisma (Persuasion) check with advantage. Success indicates that Mipik is endeared to that character, they may claim the magma mephit as a familiar, assuming they have access to the spell.

A successful DC 20 Intelligence (History) check gleans that Mipik is from the nearby Dragon Isle, which has an active volcano. Either way, Mipik aspires to join in the adventure, so long as the spellcaster that he joins is capable and willing to treat him with some degree of obeisance. If attacked at any time, Mipik flees, cursing.

Appendix 6: Story Awards

Characters completing this adventure's objective earn this story reward.

Ally: Zehira Deryan

As a thanks for freeing her from the morkoth lair, Zehira becomes a staunch ally of the characters. She boldly assumes command of Umberlee's Resolve. Upon return to Turmish, she makes amends with her parents and takes on the role of a privateer captain sailing under the flag of Turmish. She accompanies the characters on the next adventure.

Appendix 7: Magic Item

Characters completing this adventure's main objective unlock this magic item.

Iron Bands of Bilarro

Wondrous item, rare, Table G

This rusty Iron Sphere measures 3 inches in diameter and weighs 1 pound. You can use an action to speak the Command Word and throw the Sphere at a Huge or smaller creature you can see within 60 feet of you. As the Sphere moves through the air, it opens into a tangle of metal bands.

Make a ranged Attack roll with an Attack bonus equal to your Dexterity modifier plus your Proficiency Bonus. On a hit, the target is Restrained until you take a Bonus Action to speak the Command Word again to release it. Doing so, or missing with the Attack, causes the bands to contract and become a Sphere once more.

A creature, including the one Restrained, can use an action to make a DC 20 Strength check to break the iron bands. On a success, the item is destroyed, and the Restrained creature is freed. If the check fails, any further attempts made by that creature automatically fail until 24 hours have elapsed.

Once the bands are used, they can't be used again until the next dawn

Appendix 8: Dungeon Master Tips

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

D&D Adventurers League Sanctioned

To DM an adventure, you must have 3 to 7 players—each with their own character whose level is within the adventure’s level range. Characters playing in a hardcover adventure may continue to play to but if they play a different hardcover adventure, they can’t return to the first one if they’re outside its level range.

Preparing the Adventure

Before you start play, consider the following:

- Read through the adventure**, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources** you’d like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players** to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the party strength for the adventure, consult the table below.

Determining Party Strength

Party Composition	Party	Strength
3-4 characters, APL less than		Very weak
3-4 characters, APL equivalent		Weak
3-4 characters, APL greater than		Average
5 characters, APL less than		Weak
5 characters, APL equivalent		Average
5 characters, APL greater than		Strong
6-7 characters, APL less than		Average
6-7 characters, APL equivalent		Strong
6-7 characters, APL greater than		Very strong